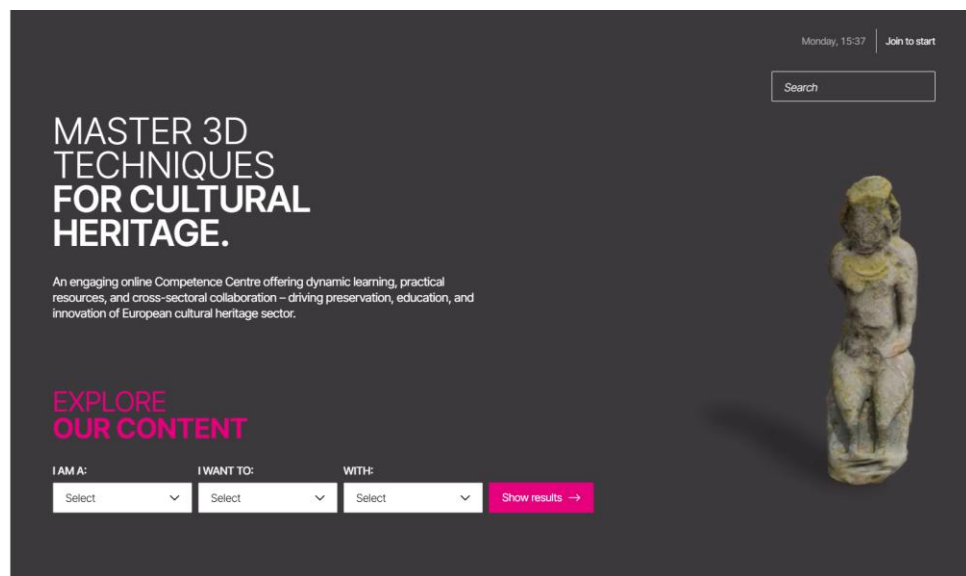


Building Europe's Online Competence Centre in 3D for Cultural Heritage

From tools and training to a connected competence centre



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Monday, 15:37 | [Join to start](#)

MASTER 3D TECHNIQUES FOR CULTURAL HERITAGE.

An engaging online Competence Centre offering dynamic learning, practical resources, and cross-sectoral collaboration – driving preservation, education, and innovation of European cultural heritage sector.

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The second edition of the 3D-4CH — Online Competence Centre in 3D for Cultural Heritage Newsletter picks up on a question that has steadily shaped our work: *How can*

Europe build a more connected, accessible, and sustainable ecosystem for 3D cultural heritage, grounded in long-term capacity building rather than short-term projects?

At the heart of this effort sits the 3D-4CH Online Competence Centre in 3D for Cultural Heritage. It is a shared digital environment for cultural heritage institutions, professionals, and researchers across Europe and Ukraine, bringing together the skills, services, standards, and 3D content needed to work across the entire lifecycle of digital cultural heritage.

Over recent months, the project has expanded across digital tools, capacity building settings, and hands-on training environments. New workshops, learning pathways, and collaborations have further strengthened exchange between practitioners working with 3D digitisation, XR, and AI across Europe. What is emerging is not a finished system, but a growing shared space—shaped by its users and built over time. We invite you to explore its current form, make use of its resources, and follow how it continues to develop with the community.

Alongside this, the newsletter brings together recent activities, upcoming events, and opportunities to engage with the wider European digital heritage landscape, from technical training and research workshops to ongoing discussions on the common European data space for cultural heritage.

Insight in focus: The 3D-4CH Online Competence Centre in the making

The 3D-4CH — Online Competence Centre in 3D for Cultural Heritage is gradually taking shape as more than a collection of resources. It is becoming a structured learning environment for professionals working with 3D cultural heritage data.

A major step in this development is a new **learning pathway** on 3D assets and data publication, currently being developed as a collaborative effort of the 3D-4CH project partners dealing with the development of online training courses. The pathway will guide cultural heritage professionals through the full 3D workflow — from digitisation and metadata creation to publication, reuse and data quality standards within the common European data space for cultural heritage.

Alongside a second Europeana Foundation-led pathway on sharing data with [Europeana.eu](https://europeana.eu), these new resources aim to transform complex digital heritage workflows into practical, structured learning journeys.

This reflects a broader shift in the project: moving from standalone materials towards guided, practice-oriented learning routes that help institutions and professionals work across the full lifecycle of 3D data.

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Explore what is already available

The [Knowledge Base](#) is steadily growing into a structured reference space for methods, standards, and practical guidance across 3D digitisation and digital heritage workflows.

At the same time, the [Tools section](#) is being actively developed as an entry point into relevant software, technologies, and applications supporting 3D, AI, and XR-based heritage work.

Both sections are still in active development and continue to evolve through input from users and partners across the network.

Upcoming Events & Opportunities



3D-4CH
Competence Centre

Workshop on
3D digitisation and
data publishing

Date: 12 May 2026
Time: 9:00 - 12:00 CET
Location: Borschette Conference
Centre Brussels
Participants: Commission Expert Group on
the common European data
space for cultural heritage

Co-funded by
the European Union



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From Capture to Publication: 3D-4CH Workshop in Brussels

On 12 May 2026, the 3D-4CH project will host a hands-on workshop at the Borschette Conference Centre in Brussels, focusing on 3D digitisation workflows and data publication.

Designed for members of the Commission Expert Group on the common European Data Space for Cultural Heritage (CEDCHE), the session builds on the methodology developed during the Winter School earlier this year.

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Twin it! Part II Closing Event

On the same day, 3D-4CH and 3DBigDataSpace will support the Twin it! Part II Closing Event in Brussels each with a booth representing EU-funded initiatives contributing to the European common data space for cultural heritage.

Organised by the European Commission and Europeana Foundation under the Cypriot Presidency, the event brings together policymakers, ministers, and experts to reflect on the future of 3D digitisation and reuse in Europe.

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Heritage at Risk Summer School 2026

The Summer School in Ferrara brought together researchers and practitioners working on 3D documentation in crisis contexts.

Organised within 3DBigDataSpace and in collaboration with 3D-4CH, it combined lectures, case studies, and practical sessions on photogrammetry, laser scanning, and mobile mapping.

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3D-4CH Supports the Revitaliser Summer School in Cyprus

3D-4CH is supporting the Revitaliser Summer School in Cyprus, contributing to training activities and knowledge exchange in digital heritage.

Members of the consortium, including our project coordinator Marco Medici, are involved as tutors, with additional support provided to participating professionals.

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MIARP Workshop at CAEPIA 2026

Together with the University of Jaén, 3D-4CH is co-organising the MIARP workshop at CAEPIA 2026, focusing on intelligent methods in archaeology and heritage.

The workshop addresses both methodological advances and critical questions around ethics, bias, explainability, and FAIR principles in AI applications.

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Event Recaps

Storytelling in XR: A Co-Creation Session

3D-4CH recently contributed to a co-creation session exploring how 3D assets can be used in immersive storytelling environments, with discussions focusing on accessibility, interpretation, and new forms of engagement with cultural heritage.

The materials and outcomes from the workshop will be made available via the 3D-4CH — Online Competence Centre in 3D for Cultural, including reusable templates and resources that will support similar formats in the future.

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AI for 3D Digital Twins in Cultural Heritage

A recent webinar explored how AI is reshaping workflows in reconstruction and documentation, while also addressing the practical and methodological challenges of integrating these tools into heritage practice.

The session was developed in cooperation with DG CNECT in the framework of the Apply AI strategy, with an introduction by Rehana Schwenninger Ladak (

European Commission, Deputy Director for Data, Head of Interactive technologies, Digital for Culture and Education).

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Reimagining Cultural Heritage in the Digital Age

At the Digital Skills Talks, Marco Medici (CEO at Inception Srl. & 3D-4CH Project Coordinator) and Sebastiaan ter Burg (Training & Development Advisor at Europeana Foundation) discussed the role of user-driven learning environments and the importance of accessible training in achieving Europe's goal of digitising cultural heritage at risk.

[Rewatch here](#)

Thank you for following the 3D-4CH journey.

We look forward to continuing the exchange with the wider cultural heritage community in the months ahead.

3D-4CH

Online Competence Centre in 3D for Cultural Heritage

Shaping the Future of Cultural Heritage



#3D4CH

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